Druidic Circle: Circle of Bark (5e)

Druids of the Circle of Bark typically hail from dense forests, nearly untouched by the outside world. Fiercely protective of their homes, these druids train to blend their primal magic with martial prowess, favoring close quarters combat to draw enemies into their spell effects. Legends tell of these warriors wading into battle with skin as thick as bark. In truth, they draw power from ancient trees to transmute matter into bark, both to protect themselves, and to encase any foe foolish enough to intrude on their lands.

One with Bark

2nd-level Circle of Bark feature

You gain a transmutative power to turn other materials into bark. You learn the *shillelagh* spell, which doesn't count against the number of druid cantrips you know. You can use a club or a quarterstaff as a spellcasting focus for your druid spells.

Further, whenever you finish a long rest, you can touch a suit of armor or a shield and transmute its metal components into a tough protective bark, making it comfortable for you and other druids to wear and making it count as wood instead of metal for the duration of the transmutation. The transmutation otherwise has no effect on the properties of the item.

Magic items can be targeted by this transmutation, except for artifacts and sentient items. The transmutation lasts until you use it again, or until you die.

Barkskin Warrior

2nd-level Circle of Bark feature

As a bonus action, you can expend a use of your Wild Shape feature to cover your skin in a thick bark, rather than transforming into a beast. If you are holding a club or quarterstaff when you use this feature, you can also cast *shillelagh* on it as part of the same bonus action.

While you are in your Barkskin Warrior form, you gain the following benefits:

Regenerating Bark. When you transform and at the start of each of your turns, you gain a number of Temporary hit points equal to half your druid level (rounded up).

Spell Immunity. You have immunity to the damage of spells you have cast, and your movement cannot be hindered by them.

Restricting Bark. When you hit a creature with a melee attack, a brittle bark shell forms around their body, reducing their speed by 10 feet until the start of your next turn. If you hit the creature multiple times, the Speed reduction doesn't exceed 10 feet.

These benefits last for 10 minutes, and end early if you become incapacitated or use this feature again.

Druid
Thiago Almeida

Extra Attack

6th-level Circle of Bark feature

You can attack twice, instead of once, whenever you take the Attack action on your turn.

Moreover, you can cast one of your cantrips in place of one of those attacks, so long as that cantrip has a casting time of 1 action.

Restraining Bark

10th-level Circle of Bark feature

Your Restricting Bark grows stronger and more debilitating. Once per turn when you use your Restricting Bark feature, you can force the target to make a Strength saving throw against your spell save DC. On a failure, the target is restrained until the start of your next turn, or until a creature within 5 feet of it uses its action to break it free. On a success, the target's speed is still reduced as normal.

Reeling Roots

14th-level Circle of Bark feature

Resembling the sturdy roots of a tree, you can cause tendrils to shoot out from your body, drawing your enemies toward you. Each creature of your choice within 30 feet of you must make a Strength saving throw against your spell save DC. On a failed save, a creature takes bludgeoning damage equal to 2d8 plus your Wisdom modifier, is pulled up to 30 feet toward you, ending in an unoccupied space, and is restrained, as though by your Restraining Bark feature. On a successful save, the creature takes half as much damage, and its speed is reduced by 10 feet until the end of its next turn.

You can use this feature a number of times equal to your Wisdom modifier (minimum once) and you regain all expended uses when you finish a long rest.

Subclass by Spaghetti0

Written for the 2014 Version of D&D 5e.

Click here for the 2024 Version of this subclass.

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